AGES FIVE AND UP

Video Art™

the electronic video drawing system

TOYS LTD.®

Asst. 7150

EASY TO READ INSTRUCTION MANUAL

CAUTION – ELECTRONICALLY OPERATED PRODUCT:

Not recommended for children under 5 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

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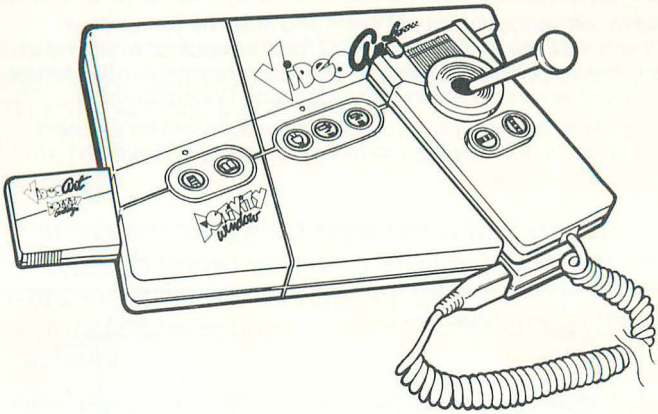
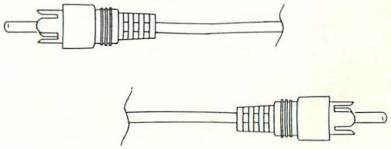
CAUTION: CONTAINS A FUNCTIONAL SHARP POINT ON THE GAME/TV SWITCHBOX CONNECTOR, WHICH SHOULD BE INSTALLED BY AN ADULT.

PARTS INDENTIFICATION

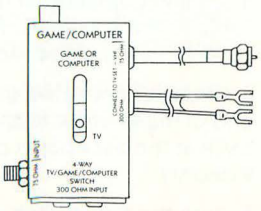


VideoArt™ main unit with the hand controller

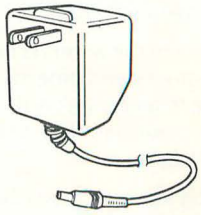
Activity Cartridge™



RF cable



Switch box with 75/300 OHM and 300/75 OHM converter



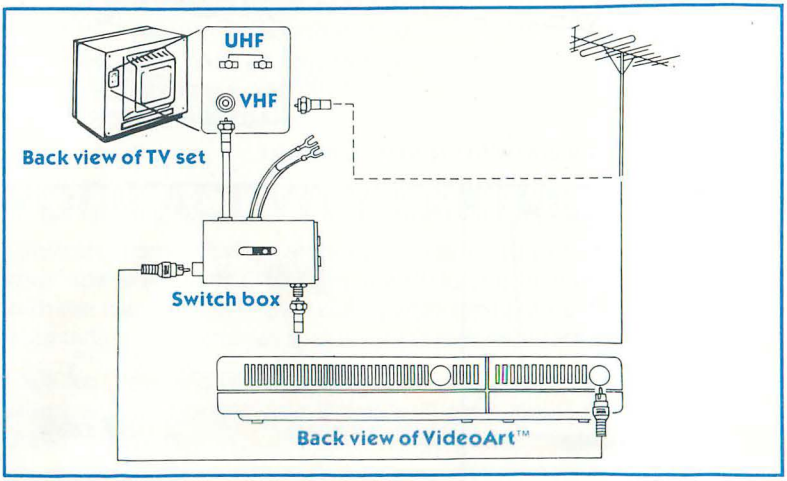
AC Adaptor

CONNECTIONS TO TV AND ANTENNA

In order to suit various types of TV sets and antenna terminals, a dual TV and antenna connection switch box is supplied as shown in diagram. This switch box will allow you to use VideoArt™ in the future without inconvenient changes to your existing TV connections.

Only one of the following connection instructions will be needed. Compare your TV with the illustrations below to decide which procedure is necessary.

1. TV and antenna with single-plug antenna cable (for either cable TV or VHF antenna cable).



If a single-plug antenna cable is plugged into your TV:

1. Unplug the antenna cable from the TV and plug it into the single female plug (with "75 OHM input" label) of the RF switch box.

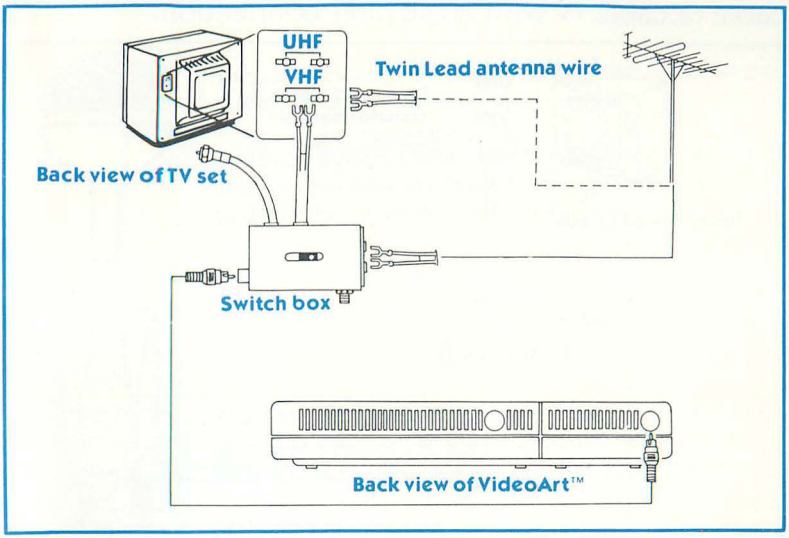
2. Plug the switch box Single Plug antenna cable into the TV connector.

3. Connect one end of the RF cable to the connector (with "GAME" label) of the switch box.

4. Finally, connect the other end of the RF cable to the RF JACK at the back panel of the VideoArt™.

5. Push the slide switch of the switch box to "GAME" position when playing with the VideoArt™ and to "TV" position when watching regular TV programs.

2. TV and antenna with Twin Lead antenna wire.



If the antenna cable consists of Twin Lead antenna wire connected to your TV:

1. Disconnect the Twin Lead antenna wire from the TV and connect them to the screw connector (with "300 OHM input" label) of the RF switch box.

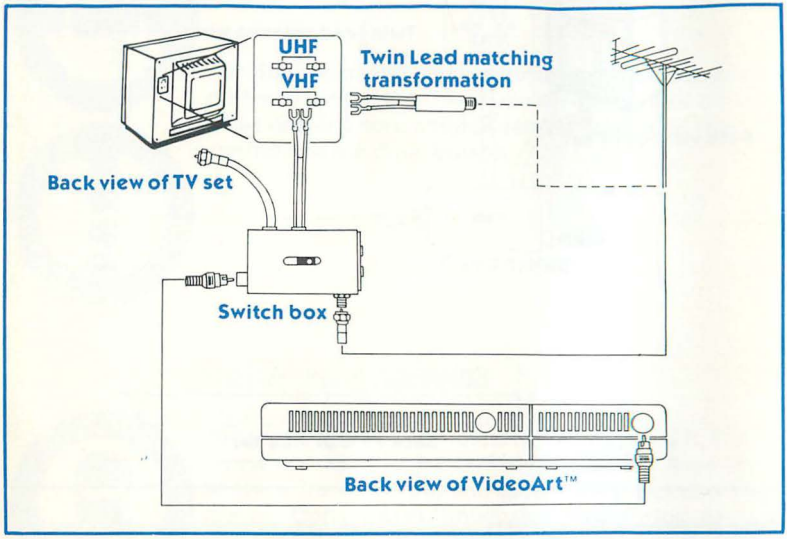
2. Connect the Twin Lead wire from the RF switch box to the TV screw connector.

3. Connect one end of the RF cable to the connector (with "GAME" label) of the switch box.

4. Finally, connect the other end of the RF cable to the RF JACK at the back panel of VideoArt™.

5. Push the slide switch of the switch box to "GAME" position when playing with the VideoArt™ and to "TV" position when watching regular TV programs.

3. TV with Twin Lead wire connection and antenna cable or cable TV with single plug connection.



1. Disconnect the Twin Lead Matching Transformer from your TV. Unplug the VHF antenna cable from the Matching Transformer.

2. Plug the VHF Single Plug Antenna Cable to the single female plug (with "75 OHM input" label) of the RF switch box.

3. Connect the Twin Lead Wire of the RF switch box to the Twin Lead wire connection of your TV.

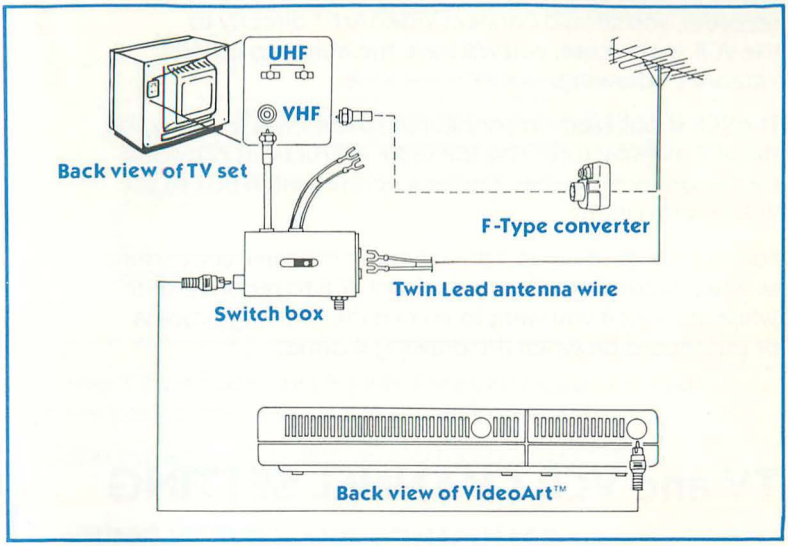
4. Connect one end of the RF cable to the connector (with "GAME" label) of the switch box.

5. Finally, connect the other end of the RF cable to the RF JACK at the back panel of the VideoArt™.

6. Push the slide switch of the switch box to "GAME" position when playing with the VideoArt™ and to "TV" position when watching regular TV programs.

NOTE: The Matching Transformer will be useless in this case.

4. TV with Single Plug Antenna cable connection and antenna cable with Twin Lead Antenna wire.



If the Twin Lead Antenna wire is connected through F-type converter to your TV:

1. Disconnect the Twin Lead Antenna wire from the F-type converter and unplug the F-type converter from your TV.

2. Connect the Twin Lead Antenna wire to the screw connector with ("300 OHM input label") of the RF switch box.

3. Plug the Single Plug Antenna cable of the RF switch box to the Single Plug connection of your TV.

4. Connect one end of the RF cable to the connector (with "GAME" label) of the switch box.

5. Finally, connect the other end of the RF cable to the RF JACK at the back panel of the VideoArt™.

6. Push the slide switch of the switch box to "GAME" position when playing with the VideoArt™ and to "TV" position when watching regular TV programs.

NOTE: The F-type converter will be useless in this case.

5. Connection to VCR

If your TV set is currently connected to a video cassette recorder, you should connect VideoArt™ directly to the VCR. In this case, you will have the ability to record VideoArt™ drawings.

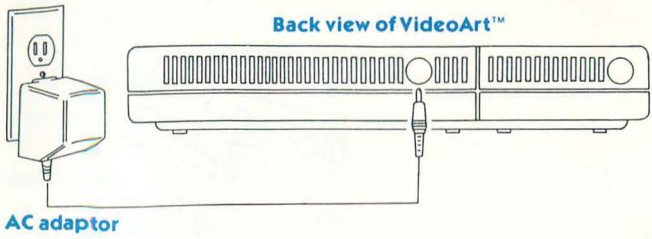
The VCR should remain connected to the TV as specified by the VCR manufacturer. Use the same instructions provided for TV connection when hooking up the switch box to the VCR antenna input.

For recording VideoArt™ drawings use the same procedure as when recording a TV program. Set VCR to record either while drawing if you want to record the drawing process or put record on when the drawing is done.

TV and VCR CHANNEL SETTING

1. Set your television to channel 3.
2. If your television has an automatic fine tuning control (AFC), turn the AFC on.
3. If the VCR is being used for recording, set VCR channel to 3. Then use as you would when recording normally.

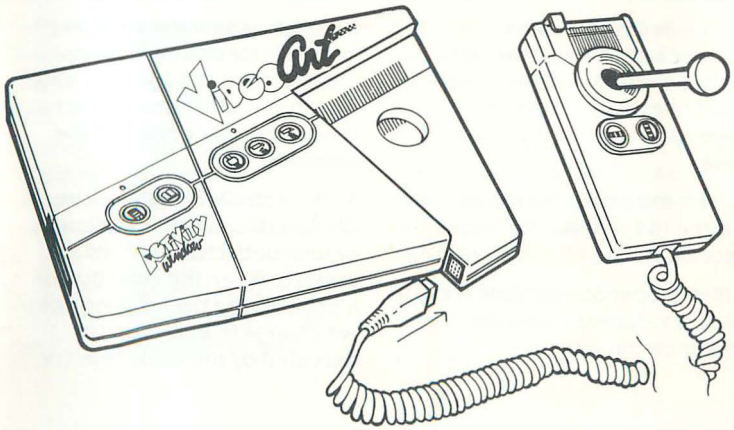
POWERING UP VIDEOART™



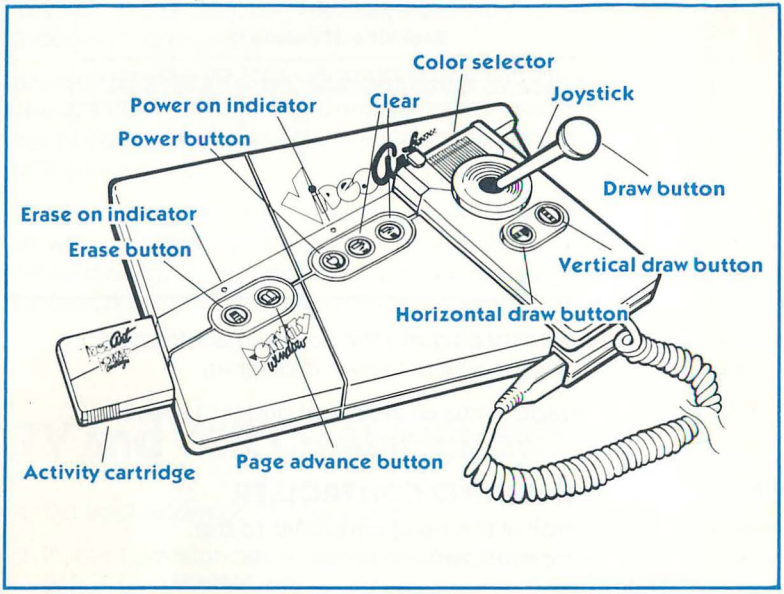
- Connect the AC adaptor plug into the power-in jack located at the back of the main unit as shown in diagram.
- Plug in the AC adaptor into an electrical outlet (110VAC).

HOOKING UP THE HAND CONTROLLER

Plug in the connector of the hand controller to the VideoArt™ main unit as shown.



OPERATING INSTRUCTIONS



1. Connect the VideoArt™ machine according to the connection instructions. The volume of the television should be lowered completely to avoid noise.

2. Press the power button so that the red "Power On" indicator lights up.

3. If all proper connections are made, a VideoArt™ logo will appear on the screen.

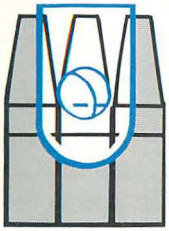
4. Together with the VideoArt™ logo, a color chart will be displayed. Note: The user can tune the "hue" button and adjust the 16 available colors on the television.

5. The VideoArt™ logo will be displayed for about 20 seconds or until both clear buttons are pressed. When the clear button is pressed, the background color will change to that which is indicated by the color selector.

THE CONTROLS

The Joystick controls the location of the curser on the screen when it is moved in any direction.

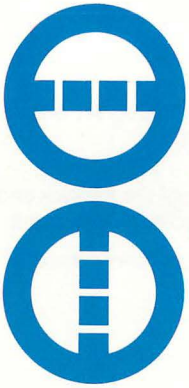
The Draw Button is located at the tip of the joystick and controls line drawing. Hold it down to draw, release it to move the curser without drawing.



The Color Selector controls the color of the line being drawn or the color of the background being chosen. Slide the selector to line up with the color desired.

The Clear Buttons are used to select background color or to clear the screen of existing drawings. First set the selector to the desired color, then press both clear buttons at the same time. The double button feature is provided to prevent accidental clearing of a picture on the screen. Always remember to re-set color selector after using the clear buttons so that drawing will be visible on the screen.

The Page Button is used to advance pages when the Activity Cartridges are connected. To advance a "page" in the Cartridge just press the button and a new image will appear on the screen.



The Horizontal and Vertical Buttons can help to draw perfectly straight lines. Press down the desired button while drawing horizontal or vertical lines using the joystick and the draw button.

The Erase Button is activated when you press it. The "erase on" indicator light will signal you that it on. Then to erase, trace over any line using the joystick and the draw button — just as though you are coloring. Always remember to turn erase off by pressing the button again. Lines cannot be drawn while the erase on indicator is lit.

USING THE ACTIVITY CARTRIDGES™

1. Be sure machine is turned off before plugging or unplugging the Activity Cartridge. If "Power On" indicator is lit cartridge could be damaged.
2. Be sure to plug the cartridge in label side up into Activity window slot.
3. Press the power button so that the red "Power On" indicator lights up.
4. The title of the Activity Cartridge will appear on the screen for 20 or so seconds — or until both clear buttons are pressed.
5. To turn "pages" of Activity Cartridge, press page button and a new image will appear.
6. Whenever the Activity Cartridge is plugged in, the outline is not available for use.

CARING FOR YOUR ACTIVITY CARTRIDGE

Precautions:

1. This is precision electronic software. It should not be stored in a place that is very hot or cold. Never hit or drop it. Do not take it apart and never force it into the VideoArt™ unit.
2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the cartridge.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

TROUBLE SHOOTING

If you are having problems operating your VideoArt™ unit:

1. Try re-tracing the connecting instructions and study the operating instructions once more.
2. Try re-setting the color selector. If you forget to do this after pressing "clear" buttons, drawing will not be visible on the screen.
3. Check the "erase on" indicator. Drawings cannot be done on the screen while "erase on" is lit.

We have taken every possible measure to make sure that VideoArt™ reaches your home in perfect working order. However, if you have any problems, please let us try and help you. Call us at: 1-800/521-5244. Outside New York State 1-800/628-3579.

YOUR ACTIVITY CARTRIDGE™

There are many Activity Cartridges available to use with your VideoArt™ unit. One sample cartridge is included with the main unit. It shows eight pages that are taken from different cartridges that are available separately.

Look for these and other VideoArt™ Activity Cartridges wherever you bought your VideoArt™ electronic video drawing system.

A NOTE TO PARENTS

As with all electric products, precautions should be observed during handling and use to prevent electric shock. This includes the periodic examination of interconnecting cables, plugs and jacks for obvious signs of wear. Any potentially hazardous parts should be repaired, replaced or removed from service.

WARNING

Class B Computing Device

WARNING: This equipment generates and uses radio frequency energy and if not installed and used in strict accordance with the manufacturer's instructions, it may cause interference with radio and television reception. It has been certified and found to comply with the limits for a Class B computing device in accordance with the specifications of Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Re-orient the receiving antenna.
2. Re-orient the computer with respect to the receiver.
3. Move the computer away from the receiver.
4. Plug the computer into a different outlet so that computer and receiver are on different branch circuits.
5. Insure that the card mounting screws, attachment connector screws, and ground wires are tightly secured.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to identify and Resolve Radio TV Interference Problems." This booklet is available from the U.S. Government Accounting Office, Washington, DC 20401, Stock No. 004-000-00345-4 (FCC, Part 15.838 b).

THE ACTIVITY CARTRIDGE™

VIDEOART
10 POINTS
PROOF OF PURCHASE

MY FAVORITE DOLL

A TRIP TO THE ZOO

MY DREAM DAY

ON THE MOVE

One sample cartridge is included with your VideoArt™ unit. It shows eight pages that are taken from different cartridges that are available separately.

LJN TOYS LTD.
1107 BROADWAY, NY, NY 10010

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